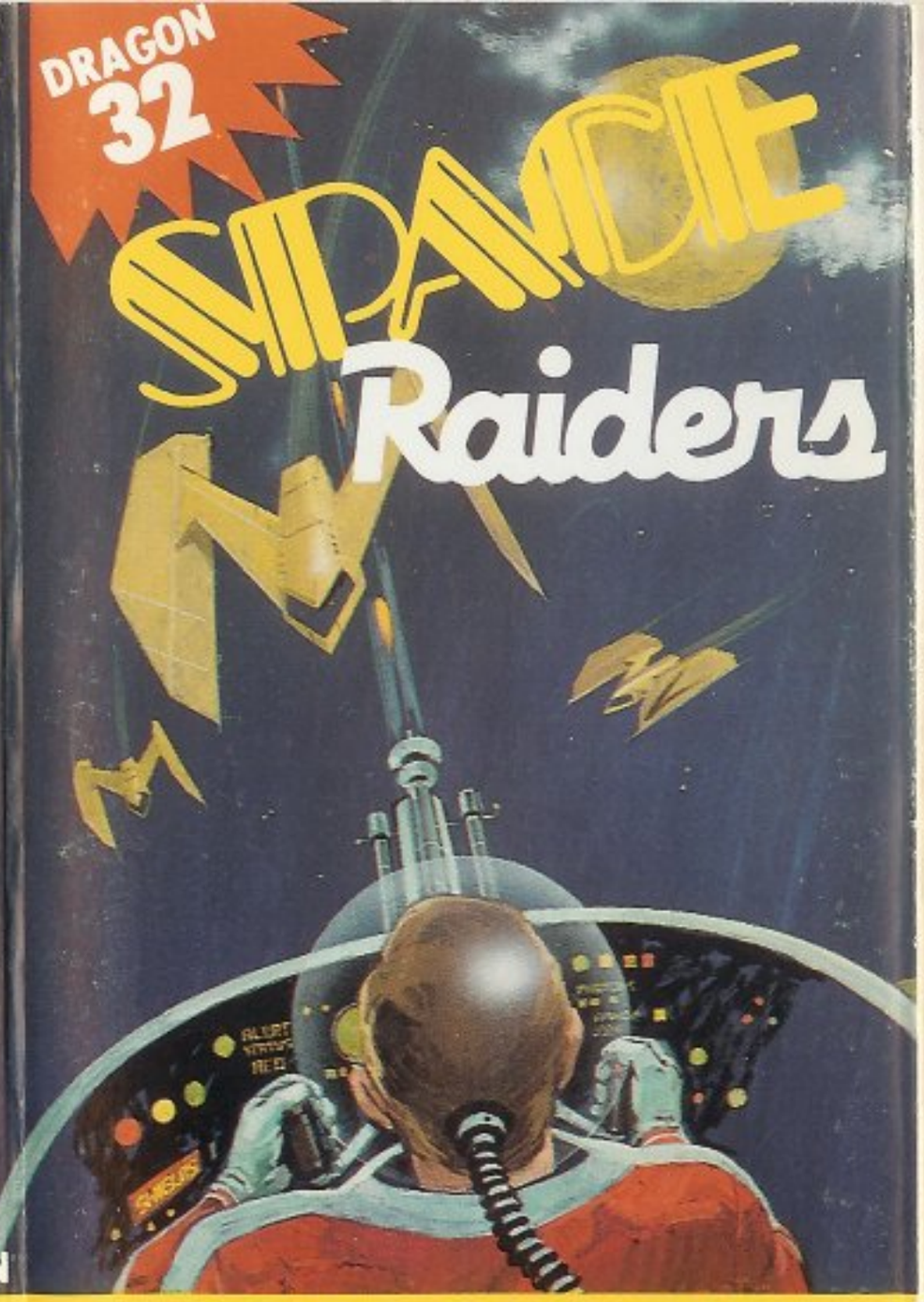
SPACE Raiders

A brand new version of the old favourite "Space Invaders" for your Dragon 32. Try to destroy the Alien Raiders before they capture your base. Are you a "Rookie", "Master" or "Expert"? Choice of three colour screens. Three Skill Levels. High Score display. Full colour high resolution graphics with sound. Machine Language, High Speed Arcade Action Game.

Joystick or Keyboard control

DRAGON 32



MICRODEAL

Actual picture of screen on Dragon 32

SPACE Raiders

SCREEN COLOUR
You will first be requested to choose which colour screen you wish to play on. Press "1", "2" or "3" for Black, Buff or Green respectively.

SKILL LEVEL
After the title page, you will need to select your appropriate skill level. This can be done by pushing to the joystick up or down until the bar is under the level you require, i.e. either "Rookie", "Expert" or "Master". To make your selection, press the Fire Button.

JOYSTICK CONTROLS
Make sure your joystick is connected to the Left Joystick Port. The joystick controls left and right movements, the Fire Button for shooting. Pressing the Fire Button at the end of a game will start a new game at the same level. To alter the skill level, press the space-bar and select the new level as above.

KEYBOARD CONTROLS
The letter "Z" will produce movement to the left and the letter "C" will produce a movement to the right. Use either the space-bar or the "7" key to fire.

SCREEN DISPLAY
The "ships" shown at the top left hand corner of the screen show the number of "lives" remaining. You start the game with three "lives". The figure in the centre top of the screen is the current High Score, the figure in the top right hand corner of the screen the current score. The number at the bottom left corner of the screen shows the number of formations cleared in any one game.
If you succeed in shooting a "mother ship" which will periodically come across the top of the screen, this will change colour and continue until it reaches the top right corner, when it will drop to the bottom left corner, where it will remain until the end of the game. The score achieved will flash on the screen immediately to the left of the current game score and another "mother ship" will then take its place.

OBJECT OF GAME
The object of the game is to eliminate the Alien Raiders which descend from the top of the screen, whilst skillfully avoiding your own destruction. It is possible to deflect their missiles by firing at them and to avoid their missiles by hiding under one of the three protective bases at the bottom of the screen, but these are eventually destroyed by repeated hits. If the raiders reach the bottom of the screen, and capture your base, then game is lost even if you have one or two "lives" remaining.
As each wave of raiders is destroyed, a new wave will renew the attack from a lower point on the screen, thus presenting a more difficult level of play. If you successfully survive the ninth wave then the entire attack sequence is repeated. Alien "Mother Ships" will occassionally cross the top of the screen allowing an opportunity for bonus points.

SCORING

Lower Alien type	10 points each
Middle Alien type	20 points each
Upper Alien type	30 points each
Mother Ship. As flashed on the screen	

A bonus player tank is awarded when the following score is reached

ROOKIE level	1000 points
EXPERT level	1500 points
MASTER level	2000 points

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